IN THE CLAIMS:

The text of all pending claims, (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with underlining and deleted text with ~~strikethrough~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

Please CANCEL claims 2, 6, and 10 without prejudice or disclaimer.

Please AMEND claims 1, 3-5, 7-9, and 11-18 in accordance with the following:

1. (CURRENTLY AMENDED) An image simulation method for mapping a texture to a specified face of a three-dimensional image shown on a display, comprising ~~the steps of~~:

setting three axes that will be orthogonal to one another using a plurality of points of the three dimensional image in order to establish a three dimensional space on the three-dimensional image;

establishing a target face, to which a texture will be mapped, on the basis of a virtual surface which is set with the three axes of the three-dimensional space;

determining initial values of a drawing start point for drawing the texture and number of drawing iterations so that the target face is fully mapped with ~~for~~ the texture ~~to be mapped to the face~~;

drawing the target face with a the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations; and

drawing a wireframe which divides the target face mapped with ~~dividing~~ the texture ~~mapped to the target face~~ on the display in accordance with the drawing start point and the number of drawing iterations~~; and~~,

wherein in a case a movement of the wireframe is requested by dragging the wireframe on the display, ~~moving the wireframe by changing~~ a value of the drawing start point is changed in accordance with the amount of movement of the dragging the wireframe.

2. (Cancelled)

3. (CURRENTLY AMENDED) The image simulation method according to claim 1 ~~2~~, wherein ~~the step of determining a drawing start point identifies~~, in a case the initial value of the drawing start point is determined, ~~among the sides of the target face~~, a side that is most parallel with any one side of the virtual surface ~~faces~~ defined by the three axes is selected among the

sides of the target face and ~~determines~~ the drawing start point is then determined on the basis of the selected side of the target face ~~based on the identified side~~.

4. (CURRENTLY AMENDED) The image simulation method according to claim 1 ~~2~~, wherein, in a case the initial values of the number of drawing iterations are determined, ~~the step of determining number of drawing iterations sets~~ the length of a side of the virtual surface defined by the three axes is set and the number of drawing iterations is then determined on the basis of ~~faces defined by the three axes and determines the number of drawing iterations from~~ the length of the side of the virtual surface and the size of the texture.

5. (CURRENTLY AMENDED) An image simulation method for mapping a texture to a specified face of a three-dimensional image shown on a display, comprising ~~the steps of~~:

setting three axes that will be orthogonal to one another using a plurality of points of the three dimensional image in order to establish a three dimensional space on the three-dimensional image;

establishing a target face, to which a texture will be mapped, on the basis of a virtual surface which is set with the three axes of the three-dimensional space;

determining initial values of a drawing start point for drawing the texture and number of drawing iterations so that the target face is fully mapped with ~~for~~ the ~~texture to be mapped to the face~~;

drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations; and

drawing a wireframe ~~dividing~~ , which divides the target face mapped with the texture, ~~mapped to the target face~~ on the display in accordance with the drawing start point and the number of drawing iterations~~; and~~

wherein in a case a change of the number of lines of the wireframe is requested by dragging the wireframe on the display, the value of ~~, changing the number of lines of the wireframe by changing~~ the number of drawing iterations is changed in accordance with the number of the wireframes changed on the basis of the amount of movement of the dragging the wireframe.

6. (Cancelled)

7. (CURRENTLY AMENDED) The image simulation method according to claim 5 6, wherein, in a case the initial values of the drawing start point is determined, ~~the step of~~

~~determining a drawing start point identifies, among the sides of the target face~~, a side that is most parallel with any one side of the virtual surface ~~faces~~ defined by the three axes is selected among the sides of the target face and ~~and determines the initial value of~~ the drawing start point is then determined on the basis of the selected side of the target face ~~based on the identified side~~.

8. (CURRENTLY AMENDED) The image simulation method according to claim ~~6~~ claim 5, wherein, in a case the initial values of the number of drawing iterations are determined, ~~wherein the step of determining number of drawing iterations sets~~ the length of a side of the virtual surface ~~faces~~ defined by the three axes is set and the number of drawing iterations is then determined on the basis of ~~and determines the initial value of the number of drawing iterations from~~ the length of the side and the size of the texture.

9. (CURRENTLY AMENDED) An image simulation method for mapping a texture to a specified face of a three-dimensional image shown on a display, comprising ~~the steps of~~:

setting three axes that will be orthogonal to one another using a plurality of points of the three dimensional image in order to establish a three dimensional space on the three-dimensional image;

establishing a target face, to which a texture will be mapped, on the basis of a virtual surface which is set with the three axes of the three-dimensional space;

determining initial values of a drawing start point for drawing the texture and number of drawing iterations so that the target face is fully mapped with the texture ~~for the texture to be mapped to the face~~;

drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations;

drawing a wireframe, which divides the target face mapped with ~~dividing~~ the texture, ~~mapped to the target face~~ on the display in accordance with the drawing start point and the number of drawing iterations;

~~in case movement of the wireframe is requested by dragging the wireframe, moving the wireframe by changing the drawing start point in accordance with the amount of movement of the dragging; and~~

~~in case change of the number of lines of the wireframe is requested by dragging the wireframe, changing the number of lines of the wireframe by changing the number of drawing iterations in accordance with the amount of movement of the dragging~~

wherein in a case of movement of the wireframe and a change of the number of

wireframes is requested by dragging the wireframe on the display, a value of the drawing start point is changed in accordance with the amount of movement of the dragging the wireframe and the value of the number of drawing iterations is changed in accordance with the number of the wireframes changed on the basis of the amount of movement of the dragging the wireframe.

10. (Cancelled)

11. (CURRENTLY AMENDED) The image simulation method according to claim 9 ~~10, wherein the step of determining a drawing start point identifies, among the sides of the target face, a side that is most parallel with any one side of faces defined by the three axes and determines the drawing start point based on the identified~~, wherein, in a case the initial value of the drawing start point is determined, one side that is most parallel with any one side of the virtual surface defined by the three axes is selected among the sides of the target face and the drawing start point is then determined on the basis of the selected side of the target face.

12. (CURRENTLY AMENDED) The image simulation method according to claim 9 ~~10, wherein the step of determining number of drawing iterations sets the length of a side of the faces defined by the three axes and determines the initial value of the number of drawing iterations from the length of the side and the size of the texture~~, wherein, in a case the initial value of the number of drawing iterations is determined, the length of a side of the virtual surface defined by the three axes is set and the number of drawing iterations is then determined on the basis of the length of the side of the virtual surface and the size of the texture.

13. (CURRENTLY AMENDED) An image simulation apparatus for mapping a texture to a specified face of a three-dimensional image shown on a display, comprising:

a first unit setting three axes that will be orthogonal to one another using a plurality of points of the three dimensional image in order to establish a three dimensional space on the three-dimensional image;

a second unit ~~means for~~ establishing a target face to which a texture will be mapped on the basis of a virtual surface which is sets with the three axes of the three-dimensional space;

a third unit ~~means for~~ determining initial values of a drawing start point for drawing the texture and number of drawing iterations so that the target face is fully mapped with the texture ~~for the texture to be mapped to the target face~~;

a fourth unit ~~means for~~ drawing the target face with the texture mapped thereto on the

display in accordance with the drawing start point and the number of drawing iterations;

a fifth unit ~~means for~~ drawing a wireframe which divides the target face mapped with texture ~~dividing the texture mapped to the target face~~ on the display in accordance with the drawing start point and the number of drawing iterations~~; and~~,

~~means for, in case movement of the wireframe is requested by dragging the wireframe, moving the wireframe by changing the drawing start point in accordance with the amount of movement of the dragging~~

wherein in a case a movement of the wireframe is requested by dragging the wireframe on the display, the third unit changes the value of the drawing start point in accordance with the amount of movement of the dragging the wireframe.

14. (CURRENTLY AMENDED) An image simulation apparatus for mapping a texture to a specified face of a three-dimensional image shown on a display, comprising:

a first unit setting three axes that will be orthogonal to one another using a plurality of points of the three dimensional image in order to establish a three dimensional space on the three-dimensional image;

a second unit establishing a target face, to which a texture will be mapped, on the basis of a virtual surface which is set with the three axes of the three-dimensional space;

a third unit ~~means for~~ determining initial values of a drawing start point for drawing the texture and number of drawing iterations so that the target face is fully with mapped the texture for the texture to be mapped to the face;

a fourth unit ~~means for~~ drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations;

a fifth unit means for drawing a wireframe dividing the texture mapped to the target face on the display in accordance with the drawing start point and the number of drawing iterations; and

~~means for, in case change of the number of lines of the wireframe is requested by dragging the wireframe, changing the number of lines of the wireframe by changing the number of drawing iterations in accordance with the amount of movement of the dragging~~

wherein in a case a change of the number of lines of wireframe is requested by dragging the wireframe on the display, the third unit changes the value of the number of drawing iterations in accordance with the amount of movement of the dragging the wireframe.

15. (CURRENTLY AMENDED) An image simulation apparatus for mapping a texture

to a specified face of a three-dimensional image shown on a display, comprising:

a first unit setting three axes that will be orthogonal to one another using a plurality of points of the three dimensional image in order to establish a three dimensional space on the three-dimensional image;

a second unit ~~means for~~ establishing a target face to which a texture will be mapped;

a third unit ~~means for~~ determining initial values of a drawing start point for drawing the texture and number of drawing iterations so that the target face is fully mapped with ~~for the~~ texture ~~to be mapped to the face~~;

a fourth unit ~~means for~~ drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations;

a fifth unit ~~means for~~ drawing a wireframe which divides the target face mapped with the ~~dividing the~~ texture ~~mapped to the target face~~ on the display in accordance with the drawing start point and the number of drawing iterations;

~~means for, in case movement of the wireframe is requested by dragging the wireframe, moving the wireframe by changing the drawing start point in accordance with the amount of movement of the dragging; and~~

~~means for, in case change of the number of lines of the wireframe is requested by dragging the wireframe, changing the number of lines of the wireframe by changing the number of drawing iterations in accordance with the amount of movement of the dragging~~

wherein in a case of a movement of the wireframe and a change of the number of wireframes are requested by dragging the wireframe on the display, the third unit changes the value of the drawing start point in accordance with the amount of movement of the dragging the wireframe and the value of the number of drawing iterations in accordance with the number of the wireframes changed on the basis of the amount of movement of the dragging the wireframe.

16. (CURRENTLY AMENDED) A computer-readable storage storing a computer-readable program which controls a computer system ~~An image simulation program~~ for performing processing of mapping a texture to a specified face of a three-dimensional image shown on a display, ~~causing a computer to execute processing of~~, by:

setting three axes that will be orthogonal to one another using a plurality of points of the three dimensional image in order to establish a three dimensional space on the three-dimensional image;

establishing a target face, to which a texture will be mapped, on the basis of a virtual surface which is set with the three axes of the three-dimensional space;

determining initial values of a drawing start point for drawing the texture and number of drawing iterations so that the target face is fully mapped with the texture ~~for the texture to be mapped to the target face~~;

drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations; and

drawing a wireframe which divides the target face mapped the texture ~~dividing the texture mapped to the target face~~ on the display in accordance with the drawing start point and the number of drawing iterations; ~~and~~

~~in case movement of the wireframe is requested by dragging the wireframe, moving the wireframe by changing the drawing start point in accordance with the amount of movement of the dragging~~

wherein in a case a movement of the wireframe is requested by dragging the wireframe on the display, the value of the drawing start point is changed in accordance with the amount of movement of the dragging the wireframe.

17. (CURRENTLY AMENDED) A computer-readable storage storing a computer-readable program which controls a computer system ~~An image simulation program~~ for performing processing of mapping a texture to a specified face of a three-dimensional image shown on a display, ~~causing a computer to execute processing of~~, by:

setting three axes that will be orthogonal to one another using a plurality of points of the three dimensional image in order to establish a three dimensional space on the three-dimensional image;

establishing a target face, to which a texture will be mapped, on the basis of a virtual surface which is set with the three axes of the three-dimensional space;

determining initial values of a drawing start point for drawing the texture and number of drawing iterations so that the target face is fully mapped with the texture for the texture to be mapped to the face;

drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations; and

drawing a wireframe which divides the target face mapped the texture ~~dividing the texture mapped to the target face~~ on the display in accordance with the drawing start point and the number of drawing iterations,

~~in case change of the number of lines of the wireframe is requested by dragging the wireframe, changing the number of lines of the wireframe by changing the number of drawing~~

~~iterations in accordance with the amount of movement of the dragging,~~

wherein in a case a change of the number of lines of wireframe is requested by dragging the wireframe on the display, the value of the number of drawing iterations is changed in accordance with the number of wireframes changed on the basis of the amount of movement of the dragging the wireframe.

18. (CURRENTLY AMENDED) A computer-readable storage storing a computer-readable program which controls a computer system ~~An image simulation program~~ for performing processing of mapping a texture to a specified face of a three-dimensional image shown on a display, ~~causing a computer to execute processing of~~, by:

setting three axes that will be orthogonal to one another using a plurality of points of the three dimensional image in order to establish a three dimensional space on the three-dimensional image;

establishing a target face to which a texture will be mapped, on the basis of a virtual surface which is set with the three axes of the three-dimensional space;

determining initial values of a drawing start point for drawing the texture and number of drawing iterations so that the target face is fully mapped with ~~for~~ the texture ~~to be mapped to the face~~;

drawing the target face with the texture mapped thereto on the display in accordance with the drawing start point and the number of drawing iterations;

drawing a wireframe which divides the target face mapped with ~~dividing~~ the texture ~~mapped to the target face~~ on the display in accordance with the drawing start point and the number of drawing iterations;

wherein in a case of movement of the wireframe and a change of the number of wireframes is requested by dragging the wireframe on the display, the value of the drawing start point is changed, ~~moving the wireframe by changing the drawing start point~~ in accordance with the amount of movement of the dragging of the wireframe and the value of the ~~in case change of the number of lines of the wireframe is requested by dragging the wireframe, changing the number of lines of the wireframe by changing the~~ number of drawing iterations is changed in accordance with the number of the wireframes changed on the basis of the amount of movement of the dragging the wireframe.